We at Parker Brothers are proud of these games—proud of their quality, their variety and their play value. Each, in its own unique way, represents a creative breakthrough that will serve as an industry model. We’re also confident of their success—confident that you’ll find them to be the brightest stars in your galaxy of electronic games.

P.E.G.S. 2 Players Ages 7 to 14

P.E.G.S. has all the ingredients that kids enjoy... action, variety and electronic sound. Featured are 15 GAMES of strategy, concentration and luck. TANK BLITZ, X-RAYS, FOOTBALL and BATTLE OF THE BLOBS are only a few... and only a beginning. With this system, kids can invent their own games, too. The variety is virtually limitless.

No. 3100 Item size: 9 1/4 x 7 1/4 x 8 1/4. Pack. 1 doz. Cl. size: 22 x 9 1/4 x 16 1/4. 2.1 cu. ft. 9.0 lbs.
MERLIN — the Electronic Wizard — challenges you to six dynamic games, each a star in itself: TIC TAC TOE, MUSIC MACHINE, ECHO, BLACKJACK 13, MAGIC SQUARE and MINDBENDER. With his strategy-packed computer brain, MERLIN uses lights and space-age sounds to counter your moves, keep track of your score and tell you whether you've won, lost or tied. You can even teach him to play your favorite tunes! No. 3200
Item size: 10 x 2¼ x 4. Pack: 1½ Doz.
Ct. size: 10¼ x 8⅛ x 8¼. .42 cu. ft. 5.0 lbs.

CODE NAME: SECTOR 1 to 4 Players
Ages 12 to Adult

OUR FIRST ELECTRONIC GAME...
A RUNAWAY SUCCESS IN '77!
Match wits with a computer in this suspenseful, dramatic strategy game. The challenge: to seek, pursue and sink an enemy submarine. Move your ship and the sub moves too; misfire and you'll be knocked off course. A pre-programmed teaching sequence leads you step by step through the basic rules. No. 3000. Item size: 13¼ x 4 x 19
Pack: 3 pcs. Ct. size: 18 x 13 x 12. 1.7 cu. ft. 11.0 lbs.
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